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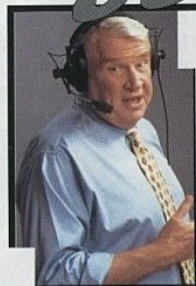
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Nintendo

GAME BOY®



MADDEN
96



DMG-A6ME-USA

INSTRUCTION BOOKLET

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CONTENTS

Madden '96	2
Getting Started	4
Controls	5
Game Setup	9
Pre-Game Show	12
Playing a Game	16
Pausing the Game	24
Season Mode	26
Playoff Mode	29
Continue Season/Playoffs	31
Passwords	32
Two-Player Competitive Game	33
Football Plays	34
Football Scores	35
Using Your Super Game Boy Adapter	36
Limited Warranty	37



MADDEN '96

Welcome to our coverage of Madden '96! Once again we've teamed up with John Madden to bring you the most true-to-life interactive football experience available!

We got together with coach Madden and players, rewrote our playbooks, and came up with 30 current squads who perform just like their professional counterparts would in similar situations. Try to contain the "No Huddle" offense of Buffalo, or see if you can pick apart the "Double Talon" defense of Atlanta.



Madden '96 features:

- Full season with playoff tournament and Championship game. Comprehensive team and position statistics throughout.
- 30 current squads along with the 1996 All-Madden team. Make player substitutions at any position!
- All-new, Madden-designed Defensive Playbook.
- Completely revamped, in-depth play-design and execution.
- 2 Player Mode using Super Game Boy.
- You may use Bluff Mode when executing an offensive or defensive play when playing 2-Player Mode.
- 1995-1996 rules including 2-point conversions.



GETTING STARTED

1. Turn OFF the power switch on your Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.
2. Insert the Madden '96 Game Pak into the slot on the back of the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The EA Sports™ logo should appear (if you don't see it, begin again at step 1.)



CONTROLS

DURING GAME

Pause

Start Button

When paused

Highlight option

Select Option

Unpause

Control Pad Up/Down

A Button

Start Button

Control Pad

A Button

Select

B Button

Start

OPENING KICKOFF

Defense

Set kicker into motion

Control direction of kick

Kick the ball into play

A Button

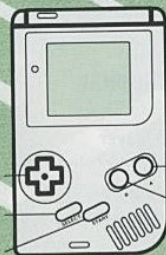
Control Pad Left/Right

A Button

Offense

Take control of kick receiver

Control Pad in any direction



Fair Catch
Dive

Hold the A Button, prior to catch
Tap the A Button

BEFORE THE SNAP

Defense

Reposition player
Call up the audible indicator
Select an audible
Control a different player

Control Pad in any direction
Select Button
B/A Button
A Button

Offense

Set a man in motion
Call up the audible indicator

Control Pad Left/Right
Select Button

Select an audible
Snap the ball

B/A Button
A Button



AFTER THE SNAP

Defense

Run in any direction
Control defender closest to ball

Control Pad in any direction
B Button

Offense

Rushing

Run in any direction
Dive/QB Slide (QB only)

Control Pad in any direction
Tap the B Button

Passing

Control the QB/Scramble
Pass to receiver B
Pass to receiver A

Control Pad in any direction
B Button
A Button

Receiving

Dive

A Button



Punting/Kicking

Snap ball to the punter/kicker A Button

Control direction of punt/kick Control Pad Left/Right

Punt/kick the ball A Button

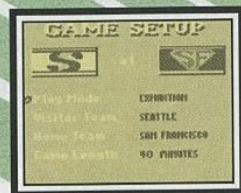


GAME SETUP

When you see the Madden '96 logo, press the Start Button to go to the Game Setup screen. Choose a Play Mode at the Game Setup screen. Play Mode determines which stage of competition you'll be entering. Setup options appear for each Play Mode.

To select a Play Mode:

1. From the Game Setup screen, press the Control Pad Left/Right to highlight Play Mode.
2. Press the Control Pad Up/Down to cycle through the choices.



PLAY MODE

EXHIBITION: A single game contest. You don't have to worry about the condition of your players next week, so pull out the stops. Every team is available — you can even match a team up against itself!



NEW SEASON: The default season is the actual 1995-96 schedule. Play as many games as you like or try to take your favorite team into post-season play.

NEW PLAYOFFS: Bypass the season and begin play from the Wildcard round of the Playoffs. The Playoff tree is divided into four rounds, with the league champions going head-to-head in the Championship game.

CONT. PLAYOFFS & CONT. SEASON: If you've saved your previous season game, press the Start Button to go to the Password screen and enter your password. Press the Control Pad left/right to scroll through the letters, then press the A Button to select. Press the B Button to delete the character you just entered. When you're finished, press the Start Button.



To select Setup options:

1. From the Game Setup screen, press the Control Pad Up/Down to highlight an option.
2. Press the Control Pad Left/Right to cycle through choices.
3. When the desired options are selected, press Start to accept.

HOME TEAM: All 30 teams from the 1995 season are available. If you're playing an EXHIBITION game, you can choose the All-Madden team as well.

VISITOR TEAM: Select the visiting team. In EXHIBITION mode the visiting and home teams can be the same.

GAME LENGTH: You choose the full-game length with this option — quarters are broken down automatically by the timekeeper.



PRE-GAME SHOW

As always, John Madden is your host for the Pre-Game Show. The commentator provides you with the inside scoop you rarely hear before it hits the sports page and becomes yesterday's news.

From the Pre-Game Show you can customize the upcoming game.

Choose from:

Start Game

Team Matchups

Team Profiles

Substitutions

Set Audibles

Music

QB Speech



OPTIONS

To select Pre-Game Show options:

1. From the Pre-Game Show, press the Control Pad Up/Down to highlight an option.
2. Press the A Button to select a highlighted option.
3. From an option screen, press the Start Button to return to the Pre-Game Show.



START GAME: Select START GAME to send the co-captains from both teams out to midfield. The captains meet with the head referee for the coin toss.

TEAM MATCHUPS: The Team Matchup screen provides you with a pre-game skills comparison between the teams before they take the field. Ratings are displayed using a thermometer-type scale ranging from poor to best.



To view Team Matchups:

- From the Team Matchup screen, press the Control Pad Up/Down to scroll through the positions. Look at the thermometers to see how well your team is covered in this position.

TEAM PROFILES

Press the Control Pad Up/Down to see position profiles. Press the Control Pad Left/Right to view the your opponent's profile.

PLAYOFF TREE: (PLAYOFFS only) The Playoff Tree chronicles the chain of events that take place during the playoffs — from the Wildcard round to the Championship game.

- From the Playoff Tree, press the Control Pad Left/Right to scroll through and see who's playing who.
- Press the B Button to view the Team Schedule.
- Press the A Button when you are done.



SUBSTITUTIONS: Any member of your squad can be brought into the game — or taken out — from the Substitutions screen.

To substitute players:

1. From the Substitutions screen, press the Control Pad Up/Down to choose offense or defense. Press the A Button to select. To return to the Game Options menu, press the B Button.
2. To select a formation to highlight press the Control Pad Up/Down. The formation is displayed. Press the A Button to select the formation. Press the B Button to cancel. Press the Start Button to return to the menu.



PLAYING A GAME

During the time you spent at Sports Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game has been customized and the players are warmed up, it's time to start playing football!

COIN TOSS: The co-captains from each team meet in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground.

- Press the Control Pad Left to select heads — right for tails.

The winners of the coin toss choose whether they wish to Kick or Receive the opening kick-off.

The losing team chooses whether they wish to defend the Home or Visitor goal during the 1st quarter. Press the Control Pad Up/Down to highlight the choice, then press the A Button.



KICKING OFF: The opening kick-off and first drive can set the emotional tone for the entire game. Make sure your intensity level is high before setting your kicker into motion.

To kick the ball:

1. With your team lined up in kicking formation, press the A Button to set your kicker in motion and start the strength meter moving upward.
2. Press the Control Pad Left/Right to aim your kick.
3. Press the A Button again to stop the meter and strike the ball. The higher the meter is at the time it stops, the further the ball travels in the air.

As soon as the ball is in the air, rush your kicking team downfield as fast as possible and "stick" the kick returner.



RECEIVING THE KICK: The kick returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run upfield. If he catches the ball in the end zone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the offensive drive starts on your own 20-yard line.

To control the kick returner:

1. When the Kick Returner is in possession of the ball, press the Control Pad in any direction.
- Tap the B Button to Dive for extra yardage or over the goal-line.



EXECUTING AN OFFENSIVE PLAY: Before you set your team at the line of scrimmage, you must get together in the huddle to select a formation and call a play. The team captain controls play calling.

To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, press the Control Pad Up/Down/Left/Right to scroll through the available formations.
2. Press the A Button or the B Button to select the formation in the corresponding box. A set of plays appear that are available from the formation.
3. Press the Control Pad Up/Down/Left/Right to scroll through the available plays.
4. Press the A Button or the B Button to call the play in the corresponding box. Your team breaks the huddle and sets up at the line.



After you have selected a formation but before you have called a play, you can change your formation selection.

To reset the formation, press the Select Button.

NOTE: After you have called a play, the only way to change your decision is to burn a timeout or call an audible from the line of scrimmage. When a timeout is called, you will return to the huddle where you can choose a different play.

AFTER THE BALL IS DEAD: For a no-huddle offense (your team will repeat the previous play), hold the A Button. To stop the clock without a huddle, press the B Button.

RUSHING PLAYS: Choose your desired rushing play from the huddle and select it. You can watch the computer execute the play or take control of the ballcarrier after the hand-off. To execute a rushing play:



1. With the offensive line set, press the A Button to snap the ball. The hand-off or toss is automatic.
2. Press the Control Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move upfield.
 - Tap the A Button to Dive for extra yardage or over the goal-line.

PASSING PLAYS: Choose your desired passing play from the huddle and select it. Let the computer execute the play or move the quarterback out of the pocket and take over yourself.

To execute a passing play:

1. When the offensive line is set, press the B Button to show the "A" and "B" receivers, then press the A Button to snap the ball.
2. Press the Control Pad in any direction to move the quarterback out of the pocket and take over the play.



3. Press the A or B Button to throw a pass to the corresponding receiver.

Once the ball is in the air, the receiver will automatically complete the pattern. If the pass is complete, an arrow will appear above the player and you will be in control.

EXECUTING A DEFENSIVE PLAY: Select a defensive formation and call a play in the same manner as offensive plays.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. If you don't choose a formation and a play in time, your team lines up to run the play from the previous down.

To execute a defensive play:

1. When the defensive line is set, press the B Button to cycle through your line-up.



2. Press the Control Pad in any direction to move the currently controlled defensive player. To tackle the ball carrier and break up offensive plays:

- Press the B Button to control the defender closest to the ball.
- Press the A Button to make a diving tackle or sack the QB.

BLUFF MODE: You may use Bluff Mode when executing an offensive or defensive play when playing 2-Player Mode using Super Game Boy.

Press the B Button to select a play, but not to end play selection. You can still move the cursor to other plays. Pressing the B Button again will replace the previous selection with the play under the cursor. Press the A Button to end the play selection process.

NOTE: This feature is intended for 2-player games. The cursor is over one play so it would be apparent what play is being selected.



PAUSING THE GAME

With the game paused, you return to Sports Central. The Pause screen offers all the options available from the Pre-Game Show, along with additional choices relevant to the present game.

To pause the game in progress:

1. At any time during gameplay, press the Start Button. The Pause screen appears.
2. From an option screen, press the Start Button to return to the Pause screen.

RESUME GAME: Resume the game in progress. Get back to the action. Hustle your players back on the field.

INSTANT REPLAY: See your awesome play again.

CALL TIMEOUT: Expert timeout execution can turn the final minutes of the fourth quarter into a successful scoring drive. Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock with a fresh 25 seconds.



STATISTICS: Measure the performance of both teams at any time during the game with up-to-the-minute stats in 28 categories.

- From the Game Stats screen, press the Control Pad Up/Down to scroll through stat categories.

SCOREBOARD: (SEASON and PLAYOFFS only): Keep tabs on how your opponents are faring in their match-ups for the week. View up-to-the-minute scores for games in progress and final scores for each completed game.



SEASON MODE

Madden '96 generates an entire season schedule, complete with a post-season play and the Championship game. The default league is the actual 1995-96 schedule.

Play as many games as you want throughout a season. The computer simulates any games you wish to bypass. Realistic statistics and standings are compiled and saved for every game, played or simulated.

To set up a New Season schedule:

1. **PLAY MODE** is selected when the Game Set Up screen appears.
2. Press the Control Pad Left/Right to choose **NEW SEASON**.
3. Adjust the game length if you wish, and press the Start Button to select. The Week Schedule screen appears.



From the Week Schedule screen, you can preview the full schedule of any team. If your favorite team's schedule appears especially grueling this season, you can petition for a new schedule and hope for an easier road to the playoffs.

To view upcoming schedules:

1. From the Week Schedule screen, press the Control Pad Up/Down to move the arrow to the match-up of your choice.
2. Press the Start Button to return to the Week Schedule.

NOTE: During the season, the Team Schedule displays the results and final scores of completed games for each team.

To generate a new schedule:

- From the Team Schedule screen, press the B Button. A new schedule is generated and displayed, ready for viewing.



NOTE: A new schedule can only be generated at the start of a season. After a season has begun, pressing the Start Button brings up the League Standings screen.

At the Week Schedule screen, select as many games to play as you want. Games that are not selected are simulated by the computer.

To play games in a full season:

1. From the Week Schedule, press the Control Pad Up/Down to move the football icon to the game of your choice.
2. Press the A Button to choose that game.
3. Press the Start Button to continue. The Controller Set Up screen appears for the first game.

After completing a season game, the Schedule appears displaying selected games yet to be played. When all games are completed, the Schedule appears for the following week.

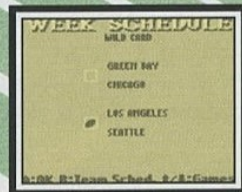


PLAYOFF MODE

If you want to sift out the mediocre teams and begin play in the heat of post-season action, go straight into Playoff mode. Madden '96 generates a four-round playoff tree, culminating with the Championship game. Your team enters the playoffs as a wildcard or divisional champion.

To set up a New Playoff tree:

1. PLAY MODE is selected when the Game Setup screen appears.
2. Press the Control Pad Left/Right to choose NEW PLAYOFFS.
3. Highlight HOME TEAM and Control Pad Left/Right to choose the team.
4. Adjust the game length if you wish and press the Start Button to select. The Week Schedule screen appears for the Wild Card Round.



Selecting and playing games in Playoff mode is done in the same manner as in Season mode.

To see the Playoff Tree, highlight the Playoff Tree option in the Game Setup Mode or the Pause screen of any playoff game.

1. From the Playoff Tree, press the Control Pad Left/Right to scroll.
2. Press the Start Button to exit. The Pre-Game Show appears.

After completing a playoff game, the Playoffs screen appears displaying selected games yet to be played. When all games are completed, the Playoffs screen appears for the next round.



CONTINUE SEASON/PLAYOFFS

Madden '96 saves one Season or Playoff in progress at a time. You can play as many games of a Season or Playoff as you like, turn OFF the power on your Game Boy, and resume the Season or Playoff at a later time from the next game.

You must select EXIT from the End Game Show to complete a game.

To continue a season or playoff in progress:

1. PLAY MODE is selected when the Game Set Up screen appears.
2. Press the Control Pad Left/Right to choose CONT. SEASON or CONT. PLAYOFFS.
3. Adjust the game length if you wish and press the Start Button to input the password after the last completed game.



PASSWORDS

To view the Password Screen go to CONT. SEASON/CONT. PLAYOFFS Screen. Press Down on the Control Pad to select GAME LENGTH. Press the A Button to go to the Password Screen. Press the Control Pad Right/Left to scroll through the letters. Press the A Button to select letters and the B or Y Button to delete letters. Press the Select Button to return to the Game Setup Screen.



TWO-PLAYER COMPETITIVE GAME

When playing in Super Game Boy mode on your Super NES, a two-player competitive game can be selected during any mode of play. At the team selection screen, you can choose which team you want to control or allow the CPU to control your team. Controller One controls the blue helmet while Controller Two controls the red helmet. Once a player selects to be either home, visitor or allows the CPU to control their team, the other player can select from the remaining two selections. Press START to begin play.



FOOTBALL PLAYS



FOOTBALL SCORES



USING YOUR SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.



For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (800) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
506 N. Parkway Calabasas, Suite 100, Calabasas, CA 91301

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization Number. You may then record this number on the outside packaging of the defective PAK freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the 90 day payment refundable.

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